

# THE TRIVIA ARCADE™

USER'S GUIDE



# How Smart Are You?

The *Trivia Arcade*<sup>TM</sup> may surprise you! Play it in privacy or with up to three friends. There are over 3,000 challenging questions from five different subject categories. Test your knowledge in Sports, Science, Music, Television and General Knowledge. Enliven things even more by choosing the Arcade mode at the beginning of the game. You'll have to snare the speeding symbol representing the subject category you'd like—and before the clock runs out.

Once you've snatched a category (or you've elected to have the computer randomly select one for you), you'll be presented with your first question. You may answer by inputting a full response, or at the beginning of the game you can choose to answer by multiple choice. A correct response takes you to the Gameboard, and an incorrect one gives the next player a chance (if you have an opponent). You can set up the game so that the correct answers will appear, or be tough on yourself and keep them hidden.

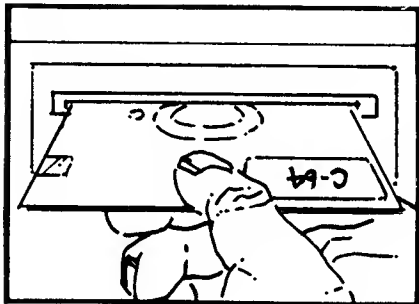
When you're on the Gameboard, you'll begin to uncover the letters T, R, I, V, I, and A. You must uncover each of the letters (in no particular order) to reach the game's ultimate test, The Challenge Arena. Each correctly answered question gives you an opportunity to uncover a Gameboard letter and advance one step closer to the Challenge Arena.

Having successfully reached the Challenge Arena in the center of the Gameboard, the computer will present you a question from each of the five categories. You must correctly answer a question from each to win the game. And then you'll be declared a bona fide Trivia Whiz. Go ahead and gloat!

## To Begin the Game

### Loading Instructions, Commodore 64

1. Turn on the power to your disk drive.
2. Insert *The Trivia Arcade* disk into the drive with the Commodore 64 label facing up and closest to your thumb. Please be careful you don't touch the slot on the disk where the disk is exposed. Your fingerprints could interfere with *The Trivia Arcade* program. Exercise care when inserting the disk as well. Do not force it. When the disk has slid entirely into the drive, gently close the door catch.



3. Turn on your computer. When **READY** appears, type **LOAD "TRIVIA", 8, 1**. Then press the **RETURN** key.
4. When "Insert Data Disk" appears, simply press **RETURN**. In a few moments the Menu Screen will appear.

**Note:** If you are using a joystick, make sure it is plugged into Port 2.

### Loading Instructions, Atari

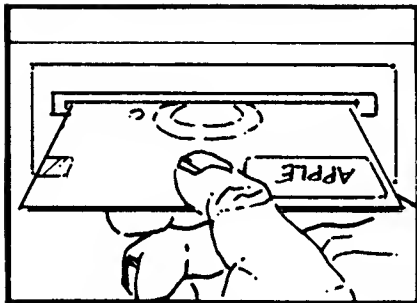
1. Turn on the power to your disk drive.
2. Insert *The Trivia Arcade Disk I* into the drive with the label facing up and closest to your thumb. Please be careful you don't touch the slot on the disk where the disk is exposed. Your fingerprints could interfere with *The Trivia Arcade* program. Exercise care when inserting the disk as well. Do not force it. When the disk has slid entirely into the drive, gently close the door catch.



3. Turn on your computer. **XL Owners:** you must hold down the silver **OPTION** key while turning on the computer. Keep holding down the **OPTION** key for about ten seconds. The disk will load automatically.
4. When asked to "Insert Data Disk," remove *Disk I* from the drive and insert *The Trivia Arcade Data Disk* with the label facing up and closest to your thumb. Once again, exercise the same precautions when handling the disks. In a few moments the Menu Screen will appear.

### ***Loading Instructions, Apple II series***

1. Turn on the power to your disk drive.
2. Insert *The Trivia Arcade Disk I* into the drive with the label facing up and closest to your thumb. Please be careful you don't touch the slot on the disk where the disk is exposed. Your fingerprints could interfere with *The Trivia Arcade* program. Exercise care when inserting the disk as well. Do not force it. When the disk has slid entirely into the drive, gently close the door catch.



3. Turn on your computer. The disk will load automatically.
4. When asked to "Insert Data Disk," remove *Disk I* from the drive and insert *The Trivia Arcade Data Disk* with the label facing up and closest to your thumb. Once again, exercise the same precautions when handling the disks. In a few moments the Menu Screen will appear.

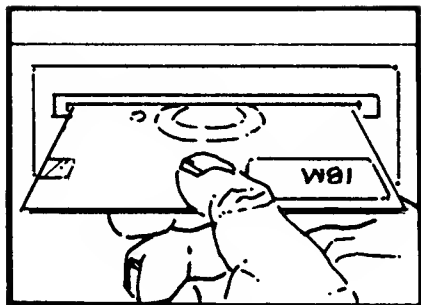
### ***Loading Instructions, Macintosh***

1. Turn on your computer. A small picture of a disk with a question mark inscribed will appear.
2. Insert *The Trivia Arcade* disk into the drive with the label facing up and closest to your thumb. *The Trivia Arcade* will automatically boot.



### ***Loading Instructions, IBM PC***

1. *Single drive system:* It is first necessary to boot your system with an IBM PC DOS disk.
2. With the DOS disk still inserted into your drive, type **SYS B:**. The computer will instruct you to swap disks.
3. Insert *The Trivia Arcade Disk I* into the drive. When you are asked to "Insert Data Disk," remove *Disk I*.
4. Insert *The Trivia Arcade Data Disk* into the drive. This disk contains the questions. In a few moments the Menu Screen will appear.



## Selecting Game Options

The Menu Screen appears at the beginning of each game. You make your way down the lines of game options by using the cursor. Do not press the **RETURN** key until you have made all your choices.

These are the options you will encounter:

1. *Two drive system*: Insert an IBM PC DOS diskette into Drive A.

2. Insert *The Trivia Arcade Disk I* into Drive B.

3. Type **SYS B**:

4. When you are asked to "Insert Data Disk," remove *The Trivia Arcade Disk I* from drive B.

5. Insert *The Trivia Arcade Data Disk* into Drive B. This disk contains the questions. In a few moments the Menu Screen will appear.

1. **Number of Players**. One to four people may play the game at one time. Press the number you desire on the keyboard.

*Macintosh*: Place the cursor over the desired number and click your mouse.

2. **Arcade Game**. Press **Y** for yes. Press **N** for no. *Macintosh*: Click to remove the "X" from the box if you choose not to incorporate the Arcade.

3. **Multiple Choice or Full Input**. If you want to answer the questions by choosing from four possibilities, press **M** (for Multiple Choice). *Macintosh*: Leave the "X" in the box. If you would like to use your keyboard to input the answers, press **I** (for Input). *Macintosh*: Remove the "X" with a click.

4. **Joystick or Keyboard** (not on *Macintosh*; you use your mouse). In the Question Screen portion of the game, you must capture moving subject category symbols. If you have chosen to answer by Multiple Choice, you must indicate your answer by positioning the cursor within the screen. In the Gameboard portion you must move from one space to the next to reveal letters. All three of these tasks are made much easier by the use of a joystick. For your own enjoyment, Screenplay highly recommends that you use one. Press **J** for

joystick. If you elect to use the keyboard, use your cursor keys to move around the board and the **RETURN** key to register your answer choice. Press **K** for keyboard.

4. **Sound Level.** (Macintosh only). The *Trivia Arcade* is accompanied by a lively music track. Pull down with your mouse to the circle below it your choice of: **OFF** **L** (low) **M** (medium) **H** (high).

5. **Speed of Arcade.** (not on Macintosh) In the Arcade portion of the game chase after speeding subject category symbols. Choose the speed of these symbols by pressing **S** (slow) **M** (medium) **F** (fast).

6. **Display Correct Answers.** If you would like to learn the correct answers to those questions you miss, press **Y** (yes). *Macintosh:* Click on the empty box. If you don't want the answers, press **N** (no). *Macintosh:* Leave the box empty.

When you have made all your selections from the Menu, press **RETURN**. *Macintosh:* Click "OK". The game has now begun.

## The Arcade

If you have chosen the Arcade option, the following symbols will be whizzing around:



A baseball representing Sports



A TV representing Television



A chemical flask representing Science



A record representing Music



A question mark representing General Knowledge

A timer bar is located at the bottom of the screen. The Arcade is started by pressing the fire button or **RETURN** key. You will notice the timer bar moves quickly. You must line your "scope" directly over a moving symbol and fire before the bar runs out. If you succeed in capturing a symbol, the game will quickly move on to the Question screen. A question will then be displayed from the category represented by your captured symbol. If the timer bar runs out before you've captured anything, your turn is over. **NOTE:** The "scope" cannot move and fire simultaneously. Holding down the fire button (or **RETURN** key) for more than one shot in the same position will only hasten the timer bar without giving you an opportunity to hit a target.

## The Question Screen

If you have not selected the Arcade option, the computer will randomly select a category for you at this point.

Now is the time your memory gets put to the test! A question from the category chosen will be revealed. If you are answering by Multiple Choice, four answers will appear. Using the joystick or cursor keys, move the arrow (or X) next to the answer you think is correct. Press the fire button (or **RETURN** key) to register it.

If you decided to input the correct answer, type it in (with punctuation) and then press **RETURN**. *A note of caution:* spelling errors and alternate wording may result in a "wrong" response. Also, give only last names unless you're specifically asked for the first name.

No matter which method you have selected to indicate your answer, you will now be told if your answer was correct or incorrect. A correct answer will advance you to the Gameboard. A wrong answer will end your turn. If you've chosen to have the correct answer displayed, you will see it in the answer space on the screen. Press the fire button (or **RETURN** key) to move on to the next step.

## The Gameboard

The Gameboard is composed of a network of hidden letters connected by a web of diagonal lines leading toward the central Trivia Challenge Arena or Trivia Pit (in the Macintosh version). You begin at one of the four corners which have an exposed "T". You must uncover enough letters on your path to the Challenge Arena to spell "TRIVIA". You must collect

all the letters, but they need not be in any particular order. There are six R's, six V's, six A's, and twelve I's placed randomly each game behind the question marks. You may collect as many letters as necessary.

You move from letter to letter by joystick or cursor keys. You can move only to a letter connected to the one you are presently occupying. Press the fire button or **RETURN** key to reveal the new letter. At the bottom of the screen (except Macintosh) is a band of boxes containing arrows which indicate the four legal diagonal moves. The two end boxes have question marks. If you are using your cursor keys, you will notice when you press one the question mark changes to a directional arrow. This will help you to make sure you're going in the direction you intend. Press **RETURN** to complete your move.

Each captured letter is shown in each player's color or shape. You can lose a letter if an opponent moves to that letter's space. The opponent does not capture that letter, however. Instead the space becomes a question mark again and behind that mark the letter may change. If you were originally occupying that space, you'll be pushed back to the closest letter that belongs to you. If you have no letters to which to retreat, you'll go back to the start of the Gameboard.

Once you have acquired T, R, I, V, I, and A you must proceed to the Challenge Arena by continuing to answer correctly any questions needed to make the necessary number of moves. (It is not necessary at this point in the game to have answered questions from all subject categories.



Your questions can come from any combination of categories.) There are four Challenge Arena corners. Two can be entered from the top of the box and two can be entered from the bottom. Because of this you may want to map out your entry route early in the game.

## The Challenge Arena

*(Trivia Pit for Macintosh)*

Once you've collected T, R, I, V, I, A and have moved into the Challenge Arena, get ready! You must be able to correctly answer a question from each category. The computer will randomly select questions and present them to you consecutively until you miss one. At that point you will lose your turn but be able to keep the questions you've already answered correctly. On your next turn you'll continue from the same point.

*Note:* Once you've entered the Arena, the letters you collected to get there will become free for the other players to use, so you are not the winner yet!

When you've answered questions from all five categories correctly, you've won the game. No trivial accomplishment!

## When You're Ready for More

If you feel you've mastered all the *Trivia Arcade* has to throw at you, you may be ready for *The Trivia Arcade Question Pack I*. Over 4,000 new and challenging questions from different categories. Try your knowledge in Literature, Movies, History, Comics, and that old favorite General Knowledge. Check with your local software retailer or call Screenplay directly at (800) 334-5470.

## Limited 90 Day Warranty

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Any Screenplay diskette or cassette found to be defective during the warranty period will be replaced by Software Resource Group, Inc. free of charge. Return the defective item, accompanied by satisfactory proof of purchase, prepaid, to Screenplay, Inc., 1095 Airport Road, Minden, NV 89423.

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## The Trivia Arcade™

By Randall Don Masteller  
Music by Steven J. Baumrucker  
Art by Michael O. Haire

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